

Mr. Do!

TM

Datasoft[®]

REQUIREMENTS - Commodore 64™

- Commodore 64 Computer
- VIC-1541 disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

1. Turn on the power to your disk drive.
2. Insert the Mr. Do™ diskette into the drive and close the drive door.
3. Turn on the computer. When READY appears on the screen, type LOAD“*”,8,1 and press RETURN.

GAME CONTROLS AND INDICATORS

Select Number Of Players by pressing the f3 key.

Start game by pressing f7 or the joystick button.

Move Mr. Do through the cherry field by pressing the joystick in the direction you want him to travel.

Hurl Powerball by pressing the joystick fire button.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR again.

Number Of Lives Remaining are displayed at the bottom left corner of the screen.

Turn Sound Off by pressing the S key. Turn it back on by pressing S again.

Scores are displayed at the top of the screen.

Top Score for this session of play is displayed at the bottom right corner of the screen.

Restart Game and return to the title page by pressing f1.

REQUIREMENTS - Atari® Home Computer Systems

- Atari Home Computer (48K)
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

1. Turn off your computer and connect joystick(s).
2. Turn on your TV or video monitor and disk drive #1.
3. After the red “drive busy” light goes out, insert the Mr. Do diskette into the disk drive with label side facing up. Close the drive door.
4. Turn on the computer. The game will load and run automatically.

GAME CONTROLS AND INDICATORS

Select Number Of Players by pressing the OPTION key.

Start game by pressing START or the joystick button.

Move Mr. Do through the cherry field by pressing the joystick in the direction you want him to travel.

Hurl Powerball by pressing the joystick fire button.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR again.

Number Of Lives Remaining are displayed at the bottom left corner of the screen.

Turn Sound Off by pressing the S key. Turn it back on by pressing S again.

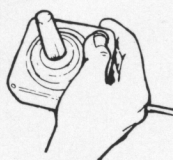
Scores are displayed at the top of the screen.

Top Score for this session of play is displayed at the bottom right corner of the screen.

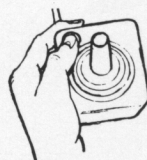
Restart Game and return to the title page by pressing SYSTEM RESET.

LEFT-HAND JOYSTICK CONTROL

While the title page is displayed, press L and give the joystick a quarter turn clockwise. This allows you to press the fire button with your right thumb. To go back to right-hand control, press R and give the joystick a quarter turn counterclockwise. (Player two can change the control of the joystick in port 2 by pressing SHIFT L and SHIFT R and turning the joystick.) An L in the upper left corner of the screen indicates left-hand joystick control for player one. When there is a player two, an L in the upper right indicates left-hand joystick control for that player.



LEFT-HAND
CONTROL



RIGHT-HAND
CONTROL

SCORING

Cherries:

Single	50
Eight in a row	additional 500

Monsters:

Destroy monster with powerball	500
Crush monster with apple	1,000
Crush two or more monsters at a time with an apple:	
2	2,000
3	4,000
4	6,000
5 monsters and over	8,000
Destroy all EXTRA monsters	One extra Mr. Do

Capture the center treats for the following points:

Cake	1,000	Chocolate	4,000
Cookies	1,500	Sandwich	4,500
Pudding	2,000	Milk	5,000
Ice Cream	2,500	Fried egg	6,000
Hamburger	3,000	Hot cake	7,000
Cake	3,500	Orange Juice	8,000

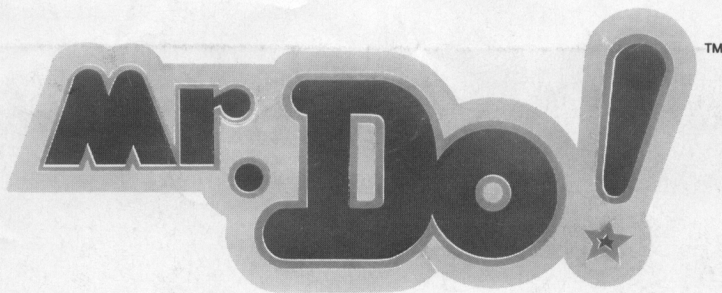
Bonus: For capturing the lucky diamond you will receive 8,000 points and exit the current screen.

CREDITS

Game Programming by Tim Ferris

Computer Graphics by Kelly Day and Russ Wolvek

Documentation by Jean Stedman



STRATEGY

Your goal is to eat as many cherries and center treats as you can while defending yourself against the monsters with your super power-ball and the giant falling apples.

There are four types of monsters to look out for; regular monsters, boss monsters (the EXTRA letter monsters), henchmen, and diggers. Of all the monsters, only the diggers can dig tunnels. The regular monsters will occasionally change into diggers, so beware!

The boss monsters have a letter on them (watch the word EXTRA at the top of the screen) and appear whenever you eat the center treat, and at every 5,000 points and multiples thereof. (A boss monster will only appear if he is covering a letter not already released and destroyed.) When the boss monster appears after you eat the center treat, the boss monster's henchmen accompany him. The henchmen cannot always be destroyed by falling apples. If you destroy a boss monster first, before destroying his henchmen, all his henchmen will change into apples. If you can destroy all the EXTRA boss monsters, you will be rewarded with an extra Mr. Do.

And look for the lucky diamond that appears in some fallen, broken apples. Grab it for a giant bonus!

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